ABSTRACT

Players obtain computer-generated barcoded sales receipts that identify bingo cards the player is to play during a bingo session. The receipts are sold at point-of-sale terminals interconnected to a bingo caller terminal that acts as a file server maintaining a database of all sold bingo cards. The server randomly generates bingo numbers, verifies all cards each time a new number is called and ends the current game when at least one winning card is detected. The bingo caller terminal computes all prizes and maintains databases of the identification numbers of winning cards and corresponding receipts, the prizes paid and the outstanding payout liabilities. The bingo caller terminal initiates a new game upon completion of the current game. Players check the status of their cards by scanning their receipts at self-service terminals upon a game's completion. Players collect winnings at cashier point of sale terminals upon submitting receipts and player-tracking cards.

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